CLAIMS

What is claimed is:

1. A method for synchronizing media files, comprising:

receiving a streaming media file;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a time marker; and

associating the static media file with the time marker and the streaming media file in an output file.

2. The method of claim 1, further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

3. The method of claim 1, further comprising generating a time marker that indicates a quantity of time that has elapsed.

4. The method of claim 3, wherein the quantity of time is measured between a first point in time, relating to when the streaming output was started, and a second point in time, relating to when the user input was received.

5. The method of claim 1, further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

6. The method of claim 1, wherein the streaming media file is selected from the group consisting of video data files, and audio data files.

7. The method of claim 1, wherein the streaming output is selected from the group consisting of streaming video and streaming audio.

8. The method of claim 1, wherein the static media file is selected from the group consisting of graphic data files, text data files, and non-streaming animation files.

9. A computer-readable medium having stored therein one or more sequences of instructions for synchronizing media files, the one or more sequences of instructions causing one or more processors to perform a number of acts, said acts comprising:

receiving a streaming media file;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a time marker upon receiving an input; and

associating the static media file with the time marker and the streaming media file in an output file.

10. The computer readable medium of claim 9, the method further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

11. The computer readable medium of claim 9, the method further comprising generating a time marker that indicates a quantity of time that has elapsed.

12. The computer readable medium of claim 9, wherein the quantity of time is measured between a first point in time, relating to when the streaming output was started, and a second point in time, relating to when the user input was received.

13. The computer readable medium of claim 9, the method further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

14. The computer readable medium of claim 9, wherein the streaming media file is selected from the group consisting of video data files and audio data files.

15. The computer readable medium of claim 9, wherein the streaming output is selected from the group consisting of streaming video and streaming audio.

16. The computer readable medium of claim 9, wherein the static media file is selected from the group consisting of graphic data files, text data files, and non-streaming animation files.

17. A method for synchronizing media files, comprising:

receiving a streaming media file that comprises a series of frames, each frame having a unique address;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a sync frame; and

associating the static media file with the sync frame and the streaming media file in an output file.

18. The method of claim 17, further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

19. The method of claim 18, further comprising identifying a sync frame that comprises a frame of the streaming media file corresponding to the point in the streaming output designated by the input.

20. The method of claim 17, further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

21. A computer-readable medium having stored therein one or more sequences of instructions for synchronizing media files, the one or more sequences of instructions causing one or more processors to perform a number of acts, said acts comprising:

receiving a streaming media file that comprises a series of frames, each frame having a unique address;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a sync frame upon receiving an input; and

associating the static media file with the sync frame and the streaming media file in an output file.

22. The computer readable medium of claim 21, the method further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

23. The computer readable medium of claim 21, the method further comprising identifying a sync frame that comprises a frame of the streaming media file corresponding to the point in the streaming output designated by the user input.

24. The computer readable medium of claim 21, wherein the step of associating further comprises associating the static media file with the unique address of the sync frame.

25. A method for synchronizing media files, comprising:

receiving a streaming media file;

receiving a transcript data file;

producing a streaming output from the streaming media file;

producing a markup transcript from the transcript data file;

querying the streaming output for a time marker upon receiving an input; and

associating a selected portion of the markup transcript with the time marker and the streaming media file.

26. The method of claim 25, further comprising displaying the streaming output synchronized with one or more portions of the markup transcript based upon one or more associations in the output file.

27. The method of claim 25, further comprising receiving an input that selects a portion of the markup transcript and identifies a point in the streaming output to which the selected portion of the markup transcript is to be synchronized.

28. A method for synchronizing media files, comprising:

receiving a streaming media file that comprises a series of frames, each frame having a unique address;

receiving a transcript data file;

producing a streaming output from the streaming media file;

producing a markup transcript from the transcript data file;

querying the streaming output for a sync frame upon receiving an input; and

associating a selected portion of the markup transcript with the sync frame and the streaming media file in an output file.

29. The method of claim 28, further comprising receiving an input that selects a portion of the markup transcript and identifies a point in the streaming output to which the selected portion of the markup transcript is to be synchronized.

30. The method of claim 28, further comprising displaying one or more portions of the markup transcript.

31. A computer system for synchronizing media files, comprising:

a computer that comprises:

a processor;

a main memory communicatively coupled to the processor; and

a storage device communicatively coupled to the processor;

a database running on the computer from the main memory, the database comprising:

one or more data structures relating to one or more streaming media files stored in the storage device; and

one or more data structures relating to one or more static media files stored in the storage device; and

an application program coupled to the database and configured to support a user, the application program configured to:

produce a streaming output from a streaming media file;

query a streaming media file for a time marker upon receiving an input; and

associate the static media file with the time marker and the streaming media file in an output file.

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